AMENDMENTS TO THE CLAIMS

Please cancel claims 21-27, 43, and 44.

Kindly amend the claims as follows:

28 (currently amended). ~~The method of claim 27,~~ A method of playing a game comprising the steps of:

a) providing a plurality of striking spheres, with at least one sphere having a visible figure associated with it,

b) providing an indicia on a substrate, the indicia associated with the visible figures of the respective ones of the plurality of spheres;

c) ~~wherein the~~ providing a random number generator that comprises at least one die;

d) placing a first one of the plurality of spheres inside a defined playing field; and then

e) physically striking the first sphere inside the playing field with a second one of the plurality of spheres;

f) using the random number generator to generate a number; and then

g) using the number together with the indicia associated with the visible figure of at least one of the first and second spheres in a dependent manner to determine an outcome.

29 (currently amended). The method of claim ~~27~~ 28, wherein the playing field is defined using a plurality of markers.

30 (currently amended). The method of claim ~~27~~ 28, wherein the playing field is defined using a game surface.

32 (currently amended). The method of claim ~~27~~ 28, wherein the position of the first sphere in

relation to the playing field after the second sphere strikes the first sphere is a factor in

determining the outcome.

33 (currently amended). The method of claim ~~27~~ 28, further comprising the step of removing the

first sphere from the playing field after being struck by the second sphere.

34 (currently amended). The method of claim ~~27~~ 28, further comprising the step of repositioning

the first sphere in the playing field after being struck by the second sphere.

41 (currently amended). The method of claim ~~27~~ 28, wherein the indicia are provided on at least

one card.

28. A method of playing a game comprising the steps of:

a) providing a plurality of striking spheres, with at least one sphere having a visible figure associated with it,

b) providing an indicia on a substrate, the indicia associated with the visible figures of the respective ones of the plurality of spheres;

c) providing a random number generator that comprises at least one die;

d) placing a first one of the plurality of spheres inside a defined playing field; and then

e) physically striking the first sphere inside the playing field with a second one of the plurality of spheres;

f) using the random number generator to generate a number; and then

g) using the number together with the indicia associated with the visible figure of at least one of the first and second spheres in a dependent manner to determine an outcome.

29. The method of claim 28, wherein the playing field is defined using a plurality of markers.

30. The method of claim 28, wherein the playing field is defined using a game surface.

31. A method of playing a game comprising the steps of:

a) providing a plurality of spheres, with at least one sphere having a visible figure associated with it,

b) providing indicia on a substrate, the associated with the visible figures of the respective ones of the plurality of spheres;

c) providing a random number generator;

d) placing a first one of the plurality of spheres inside a defined playing field;

e) launching the second sphere from outside the playing field to physically strike the first sphere;

f) using the random number generator to generate a number; and then

g) using the number together with the indicia associated with the visible figure of at least one of the first and second spheres to determine an outcome.

32. The method of claim 28, wherein the position of the first sphere in relation to the playing field after the second sphere strikes the first sphere is a factor in determining the outcome.

33. The method of claim 28, further comprising the step of removing the first sphere from the playing field after being struck by the second sphere.

34. The method of claim 28, further comprising the step of repositioning the first sphere in the playing field after being struck by the second sphere.

41. The method of claim 28, wherein the indicia are provided on at least one card.